

## Cosplay Prop & Weapon Policy

Craftsmanship in cosplay props involves a combination of creativity, technical skill, and attention to detail. Game Con Canada values the effort put into every cosplay outfit/ [prop](#) but we also have a duty to make sure that everyone who attends our show is safe and happy.

Please visit the information booth in the main hallway (near Hall F) our cosplay checkers will complete a safety screening.

Once your prop is tagged you can head onto the show floor, if your prop is declared unsafe, we will keep it safe for you behind the information booth and you can pick up after.

### **Allowed Props:**

- Lightsabers, wands, and sonic screwdrivers
- Unstrung bow
- Arrows if they are non-removable from their quiver or have a foam or no tip
- Shields of all materials with no sharp edges (metal shields are allowed but may take longer to screen)
- Lightweight plastic bats
- Staffs and brooms
- Whips (must be zip tied or otherwise attached to your person)
- Swords constructed of light foam, plastic, or cardboard
- Other items made from cardboard, foam, rubber and likewise lightweight materials
- Sci-fi and fantasy guns are allowed (e.g. Portal Guns, Han Solo blaster, phasers)
  - Make sure gun replicas ensure the barrel has a visible orange tip to indicate it's not real
  - These MUST NOT resemble real world guns
  - They MUST be inoperable and cannot launch projectiles

### **Prohibited Props:**

- No real weapons: firearms, bladed weapons, includes realistic and replica without the orange tip
- Blunt edges
- Tasers
- Glass or stone props
- Projectile weapons or ones that can launch anything (e.g. slingshots)
- Brass knuckles
- Real, replica, or simulated explosives, ammunition, chemical weapons of any kind, including but not limited to: Simulated bomb vests, cartoon bombs, bullets, hand grenades, claymore mines, firecrackers, pepper spray, mace, powder caps